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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.	
10/791,476	03/01/2004	Andrew Scott Gavin	PA2729US	2088	
22830	7590 04/05/2006		EXAM	EXAMINER	
CARR & FERRELL LLP 2200 GENG ROAD			KARKHANIS, AASHISH		
PALO ALTO			ART UNIT PAPER NUMBER		
			3714	-	
			DATE MAILED: 04/05/2006	5	

Please find below and/or attached an Office communication concerning this application or proceeding.

	Application No.	Applicant(s)				
Office Action Server	10/791,476	GAVIN ET AL.				
Office Action Summary	Examiner	Art Unit				
	Aashish Karkhanis	3714				
The MAILING DATE of this communication Period for Reply	on appears on the cover sheet w	rith the correspondence address				
A SHORTENED STATUTORY PERIOD FOR F WHICHEVER IS LONGER, FROM THE MAILII - Extensions of time may be available under the provisions of 37 of after SIX (6) MONTHS from the mailing date of this communicate. If NO period for reply is specified above, the maximum statutory. Failure to reply within the set or extended period for reply will, by Any reply received by the Office later than three months after the earned patent term adjustment. See 37 CFR 1.704(b).	NG DATE OF THIS COMMUN CFR 1.136(a). In no event, however, may a ion. period will apply and will expire SIX (6) MO statute, cause the application to become A	CATION. reply be timely filed NTHS from the mailing date of this communication. BANDONED (35 U.S.C. § 133).				
Status		·				
1) Responsive to communication(s) filed on	14 March 2005.					
· _ ·	This action is non-final.					
3) Since this application is in condition for a	llowance except for formal ma	tters, prosecution as to the merits is				
closed in accordance with the practice ur	nder <i>Ex parte Quayle</i> , 1935 C.I	D. 11, 453 O.G. 213.				
Disposition of Claims			·			
4) Claim(s) 1-21 is/are pending in the application	cation.					
4a) Of the above claim(s) is/are wi	thdrawn from consideration.	•				
5) Claim(s) is/are allowed.	•.					
6)⊠ Claim(s) <u>1-21</u> is/are rejected.						
7) Claim(s) is/are objected to.						
8) Claim(s) are subject to restriction	and/or election requirement.		•			
Application Papers	·					
9) The specification is objected to by the Ex	aminer.					
10)⊠ The drawing(s) filed on <u>01 March 2004</u> is/are: a)⊠ accepted or b)□ objected to by the Examiner.						
	Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).					
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).						
11)☐ The oath or declaration is objected to by	the Examiner. Note the attache	ed Office Action or form PTO-152.				
Priority under 35 U.S.C. § 119						
12) Acknowledgment is made of a claim for fo a) All b) Some * c) None of:	oreign priority under 35 U.S.C.	§ 119(a)-(d) or (f).				
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application from the International E						
* See the attached detailed Office action for	a list of the certified copies no	t received.				
		b				
Attachment(s)						
1) Notice of References Cited (PTO-892)	•	Summary (PTO-413)				
 2) Notice of Draftsperson's Patent Drawing Review (PTO-9 3) Information Disclosure Statement(s) (PTO-1449 or PTO) 		(s)/Mail Date Informal Patent Application (PTO-152)				
Paper No(s)/Mail Date <u>1/14/05,3/9/06</u> .	6) Other: _					

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DETAILED ACTION

The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless -

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

Claims 1-7, 10, 12-16 and 20-21 are rejected under 35 U.S.C. 102(b) as being anticipated by Miyamoto et al. (U.S. Patent 6,139,433).

Regarding Claims 1 – 6, 10, and 12 – 16, Miyamoto discloses a method for providing game information to a user including monitoring a state of a character in a game environment, and presenting game information to the user based on the state of the character within a context of the game environment without using indicators extraneous to the same environment by visually changing the state of the character through its position, defining a new action for the character, and modifying a direction of orientation of a head of the character within a range of motion appropriate to the character, all of which physically modify the character, and may modify a component of the character not controllable by the user (col. 3, lins. 50 – 67; where a game character reacts to environmental factors visually, such as tilting its head and coughing in the presence of noxious gas, which is a non-player controlled action that gives visual information about the character's environment, modifies the character's position by animating a coughing sequence, and defines a new action for the character based on environmental input) (col. 39, lins. 15 – 19; where a character's head may also be

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turned within a game environment from directly behind a player controlled camera to show the character's view to a player).

Regarding Claim 7, Miyamoto discloses presenting audio information (col. 45, lins. 6 – 9; where coughing audio is included in a coughing animation sequence).

Regarding Claims 20 – 21, Miyamoto discloses an electronic-readable medium having embodied thereon a program (col. 13, lins. 63 – 67; where a game cartridge is an electronic-readable game medium storing a game program) executable by a machine to perform a method for providing game information to a user (col. 14, lins. 52 – 65; where a processor is used to execute a game program contained on a connected cartridge) including monitoring a state of a character in a game environment and presenting game information to the user based on the state of the character within a context of the game environment without using indicators extraneous to-the game environment (col. 3, lins. 50 – 67; where a game character reacts to environmental factors visually, and where the character's physical reaction to its environment relays information to a player without extraneous indicators).

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

Claims 8 – 9, 11 and 17 – 19 are rejected under 35 U.S.C. 103(a) as being unpatentable over Miyamoto in view of Best (U.S. Patent 5,358,259).

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Regarding Claims 8 – 9 and 11, Miyamoto discloses presenting audio information to the user by initiating playback of audio signals (col. 3, lins. 50 - 67; where a game character reacts to environmental factors audibly, such as tilting its head and coughing in the presence of noxious gas) and through the interactions of a game character in a game environment and interactions of a player character with other characters (col. 28, lins. 5-8), but does not disclose a character exchanging statements with another character who is present throughout the game environment. However, Best teaches a game where audio information is presented to player as statements by another character in the game environment who is a companion to the character that is present with the character throughout the game environment (col. 3, lins. 15 – 21; where human players may interact conversationally with characters in a game environment who are inherently present with the player throughout the game environment while a player is interacting with a character). Therefore, it would have been obvious to one of ordinary skill in the art at the time of the invention to have modified the game environment of Miyamoto where a player character interacts with other characters with the audio conversation method of player and character interaction as taught by Best in order to create a more immersive and natural game environment for a player.

Regarding Claims 17 - 19, Miyamoto discloses an audio information module configured to monitor a state of the character in the game environment and to select an appropriate audio signal of the audio signals based on the state, where state of the character in the game environment is a position of the character, or an action of the character (col. 3, lins. 50 - 67; where a game character reacts to environmental factors

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audibly, such as tilting its head and coughing in the presence of noxious gas, which is a non-player controlled action that gives audible information about the character's environment, modifies the character's position by animating a coughing sequence, and defines a new action for the character based on environmental input).

Response to Arguments

Applicant's arguments with respect to claims 1 – 21 have been considered but are most in view of the new ground(s) of rejection.

Conclusion

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

U.S. Patent 4,445,187 A: Video games with voice dialog.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Aashish Karkhanis whose telephone number is 571-272-2774. The examiner can normally be reached on 0800-1630 M-F.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Scott Jones can be reached on (571) 272-4438. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

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Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

ARK

JOHNM HOTALING, II PRIMARY EXAMINER